

Liste der "Components"

Components:

- Metadata
- Mesh
- Tintable Mesh
- Transform
- Material Light Animation
- Light Animation
- Light Controller
- Light
- Flare
- Debug Mesh
- Tintable Mesh
- Particles
- Terrain
- [Camera](#)
- Renderer
- Walkable
- EM5 Building
- EM5 Door
- EM5 Window
- EM5 Hedge
- EM5 Tree
- EM5 [Vehicle](#)
- EM5 Helicopter
- EM5 Road [Vehicle](#)
- EM5 Boat
- EM5 Simple Damage
- EM5 Ebox
- EM5 Object Damage
- Collision
- Linear Rotation
- [Person](#)
- [Path](#)
- [Path](#) Mesh
- AI [Path](#)

Fire Components:

- EM5 Fire Particle Options
- EM5 Fire
- EM5 Complex Fire